The Great Seeker Ascension (TGSA):

Motivation:

* 3 years of experience in the game industry
* Intimate experience with Unity / Unreal and their respective scripting languages
* Excellent organizational & communication skills
* Shipped multiple games

These are just some of the many bullet points that frequently show up in the fliers of developer-hiring companies. I can make up for it with other, more ambiguous qualifiers like:

* Understanding of the iterative game development process, as well as experience implementing features and content
* Organized and self-sufficient/driven

But I feel like I could bring much more of a statement to the table by creating something wholly original from the heart. Something from the bottom of my soul that stands on its own so undoubtedly that my perceived lacks fall by the wayside. Something that showcases my abilities as an individual. Something I’d be proud of having in a showreel.

What can I prove with the Great Seeker: Ascension?

* I can prove to smaller developers that I have the passion for the fashion
* Clarify that I have something more valuable than 3 mere years of professional experience in the industry
* That I have something to have self-confidence for

Technical:

TGSA will be made in Godot game engine version 3.5-rc8 as it boasts the features necessary for producing this game. Additionally it is an excellent game engine for fast iteration and is reasonably recognizable among game developers as a viable alternative to Unreal / Unity.

Summary:

The Great Seeker: Ascension is an untraditional infinite climber in which you use a physics-based wheel to climb from your humble abode at the bottom of an icy mountain, through a clocktower, and into space. As the great seeker, you know that you must seek the beyond no matter the cost, and so you do.

Main gameplay:

The game controls like a precision platformer with some additional mechanics to aid the player in staying on the wheel as they climb up.

Diagram

Description automatically generated

The player on its own can jump high and stays in the air for a while because of low gravity. This means that once the player leaves the wheel by jumping it will be a while until gravity pulls them back down to it. Because the wheel requires something to weigh on it for it to stay moving, it will slowly come to a halt without the player on it. To effectively keep moving the player will have to combine jumping with a mechanic that lets them dash down at a high speed. The down dash can only be used once in air after having left solid ground and lends the player very high downward momentum. Though beware: the down dash is both your best friend and worst foe as you can end up dashing past the wheel and down into the pits below.

Target audience:

The game is aimed at indie game enthusiasts with an appetite for a challenge and an appreciation for ambience.

Age range: young adult (14-25).

Areas:

The abode:

The main character’s house. It shields them from the harsh winds outside but also prevents them from living on their own terms. It has a cozy atmosphere and peculiar decorations to admire while melting in the warmth of the abode’s embrace. Stay too long and you will grow complacent.

The mountain:

A snowy mountain side. The wheel awaits. It is treacherous terrain as the mountain is almost completely vertical preventing the player from ever getting off the wheel. At the top of the mountain is a lake unfrozen with a partially submerged clocktower. Who built it? Only the greatest of seekers will know?

Challenges:

The concept is wholly unproven. While it is based on the infinite climber genre the gimmicks are just too whacky to predict success. If the concept proves too unpalatable to the target audience then it will be abandoned posthaste.

Additionally, the time set aside for the game’s production is short. This is to test the abilities of the creator but also to keep them from being a perfectionist. In the case that the idea fails more time will be given to readjust and switch out ideas.

Learning outcomes:

In order to learn from this experiment I will write a daily summary of my progress on the game. It will assist in the assessment of the game’s playability and reflection on momentum.

